



Why Deafverse?

Deafverse is an interactive game that supports the development of players' self-determination skills as they navigate common situations in a variety of settings including community, school, and the workplace. Players may safely experiment with responses to conflicts that are part of the deaf experience and frequently encountered throughout real life. When players encounter different situations, they will be expected to make their own decisions and understand the impact of these decisions.



Learning Objectives

World 1: Duel of the Bots focuses on strengthening players' self-determination skills and preparedness for life after high school. Players will be able to:

- Evaluate different communication strategies across a range of settings
- Identify accommodations that are a good fit for personal preferences
- Understand options for accessibility of emergency alerts
- Identify assistive technology options for communication access
- Initiate choices based on personal preferences and interests
- Apply strategies for advocating for greater access across a range of settings
- Evaluate options for responding to social challenges
- Apply strategies for working with interpreters in the classroom
- Compare differences in requesting accommodations in high school and college
- Identify accommodation options for postsecondary environments



Game Features

- Unique player experience with choose-your-own-adventure plot branching
- Aligned with common postsecondary transition goals for deaf youth
- Progress saved anytime with secure login capabilities
- Available in desktop and mobile versions
- Voiceover option ***Coming soon**
- Multiple "Worlds" with content-specific adventures ***Coming soon**
- Teachers and parents' companion guide and curriculum ***Coming soon**

Play now at **DEAFVERSE.com**